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ABSTRACT

Given in this paper are 27 games which can be used while camping outdoors. The games provide opportunities for recreation, muscular activity, and development of neuromuscular skills in handling game equipment and in running, jumping, leaping, dodging, and climbing. The games attempt to utilize such natural surroundings as sticks, stones, logs, feathers, tree branches, bark, reeds, clay, tin cans, strings and canvas. Making the equipment from these natural resources provides an opportunity for creative ability and a feeling of accomplishment. Some of the games can be played by an individual and others are for 2 or more. Information given for each game includes a listing and description of the equipment, a diagram of the playing area, and a description of the game. (NQ)

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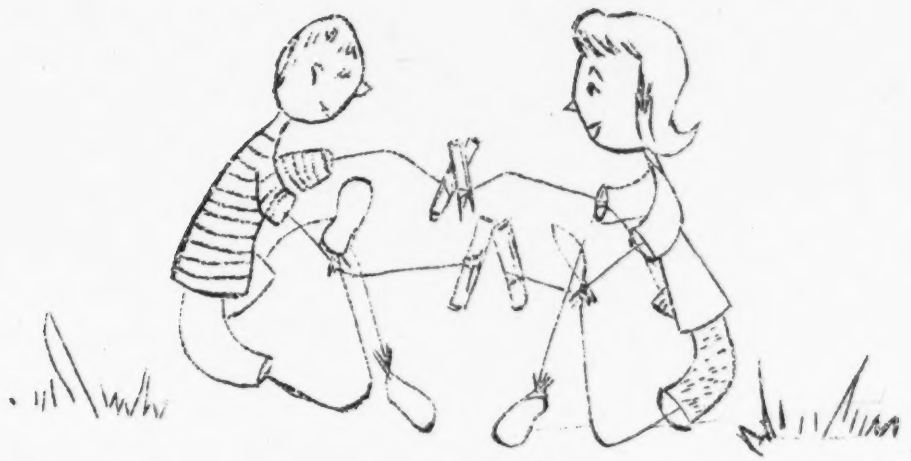
# GAMES UTILIZING NATIVE MATERIALS



## EXPANDED EDITION

PS 007403

The Outdoor Education Association, Inc.
800 South Illinois Avenue
Carbondale, Illinois

[1970]

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## INTRODUCTION

Games should grow out of the environment and living experiences of the group. They should provide opportunities for fun, recreation, muscular activity, and development of neuromuscular skills in handling objects as game equipment and in running, jumping, leaping, dodging, and climbing.

In the games and play program we should attempt to utilize as much of the natural surroundings such as sticks, stones, logs, feathers, branches of trees, bark, reeds and clay, as possible along with any other material such as tin cans, string, and canvas to make equipment.

It calls upon the ingenuity of both leaders and campers to adapt themselves to the situation and use whatever material there is available to satisfy their needs. Also, one experiences a self-satisfaction in planning, making and decorating equipment which is his own personal property, free to do with it as he likes. To make equipment from these natural materials offers an opportunity for creative ability and results in a feeling of pride brought about by a job well done.

When we play, we play for fun. We should, however, play as skillfully as we can. In our game activities, let us try to instill in the campers the concepts of fair play,and cooperation -- keeping everyone in action and helping them to have a good time. Let us emphasize the importance of being a good loser as well as a good winner, for one cannot win all the time; neither does one lose all the time -- even in living his everyday life. From this, perhaps, the camper may realize that one must be able to adjust himself to success or failure in life just as he may win or lose in a game of billets.

I - Program Organization

A. Procedure:

1. The campers, with guidance and suggestions by the leaders, should have the opportunity to work out the games and play that fit with the environment.

2. The leaders should try to have examples of game equipment to act as an incentive for the camper in making his own equipment.

3. From these examples, the campers should supply themselves with a billet stick, camp paddle, spear, etc. The campers should all work together in making other equipment for quiet games or for rainy-day games such as checker boards, poke sticks, and others.

4. The campers should choose their play area with respect to levelness and size. The time of play should grow out of the situation. For example, at times after the evening meal, after the food has settled, the campers may enjoy their activities most. However, if the game time does not grow out of the situation, the campers will have to decide on a play time that will best satisfy the majority. The time should not interfere with the functions of the rest of the camp program. In choosing games, games involving as many of the group as possible and requiring not-too-elaborate equipment would seem to be the best.

B. Cautions for the Game Program:

In the choice of the game area, both campers and leaders should be careful to avoid sharp rocks, holes in the ground, protruding stumps, or poison ivy.

On the physical side, we must consider the strain that certain activities may have upon the unconditioned bodies of the campers and leaders. In our program, let us then be careful of too-strenuous activities and exhaustion. We must take every precaution in "safety-first" procedures, such as keeping away from swinging bats, sticks, or game objects and equipment; being careful when running, jumping, climbing, and swinging. Any means that lessen the danger of injury to participator or spectator should be emphasized.

II - The Program

The games and play time program will include games for the small camp and games for total camp participation.

A. Small Camp Program:

Each small camp should have a game program of its own emphasizing the use of the natural materials.

The games chosen should, of course, include as many of the group as possible. There should also be quiet games for those who may not wish to participate in the more vigorous activity, and for other times.

B. Total Camp Participation Program:

There shall be times when the whole camp will participate together in a games program. These occasions will allow the campers an opportunity to become better acquainted with one another; there will be a closer

association between campers and counselors. The rich experience of being able to have fun together, of cooperating for the good time of the whole group, should have some influence in helping the camper to understand that man is a gregarious animal and must live, work, and play together peacefully and harmoniously.

FOX-'ROUND-THE-HILL -- 2-10 Players

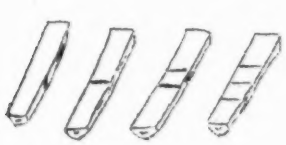
Equipment:

1. A game stick for each player. The game stick can be about 12-16" in length and carved in such a way as to be distinctive and easily recognizable as belonging to a certain person. This "personal" game stick can be used in other games and retained by each camper.
2. Four die sticks.
3. Stones, native clay, or stick or log markers.

Description of Equipment:

Die sticks are made from 4-5" lengths of hickory or other straight grained wood of approximately 1" in diameter. The sticks are split lengthwise and marker lines are burned or whittled on the flat side of each set of die sticks. Usually four sticks are used and marked with lines from one to three, leaving one stick blank.

Diagram of Equipment:

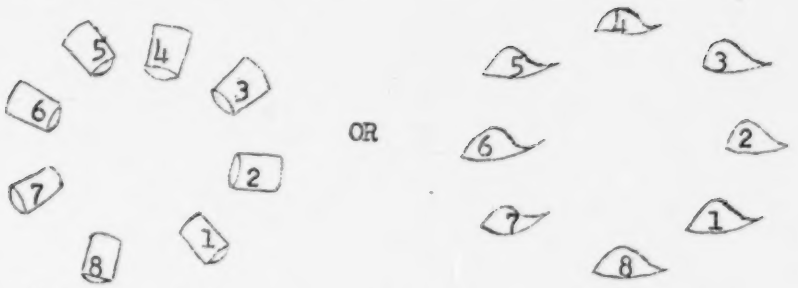


Die Sticks

Game Stick

FOX-'ROUND-THE-HILL

Diagram of Playing Area:




*Note: The size of the circle and the number of positions may be altered as the number of players varies.

Description of Game:

The object of the game is for each player to move his game stick around the circle from position #1 through #8 before the other players. To start the game, a player gathers the four die sticks together and drops them to the ground. He drops the sticks so that the ends hit the ground first. The number of marker lines facing up are totaled and the player moves his game stick to the corresponding numbered position. Players follow in order and repeat the process of moving their game sticks around the circle. If a player's game stick lands in a space already occupied by another player, he is entitled to the position and the player already there must return to the starting position. The winning player must reach the final position by the exact count on the die markers in order to complete the circle.

SNOW SNAKE - Group Participation

This is a game which calls for skill and accuracy in sliding the "snow snake" across the snow or grass toward a mark. The "snow snake" is so shaped (see diagram) as to glide on its flattened side when propelled in the correct manner. After some practice, the players will be able to hit an established stone or log target.

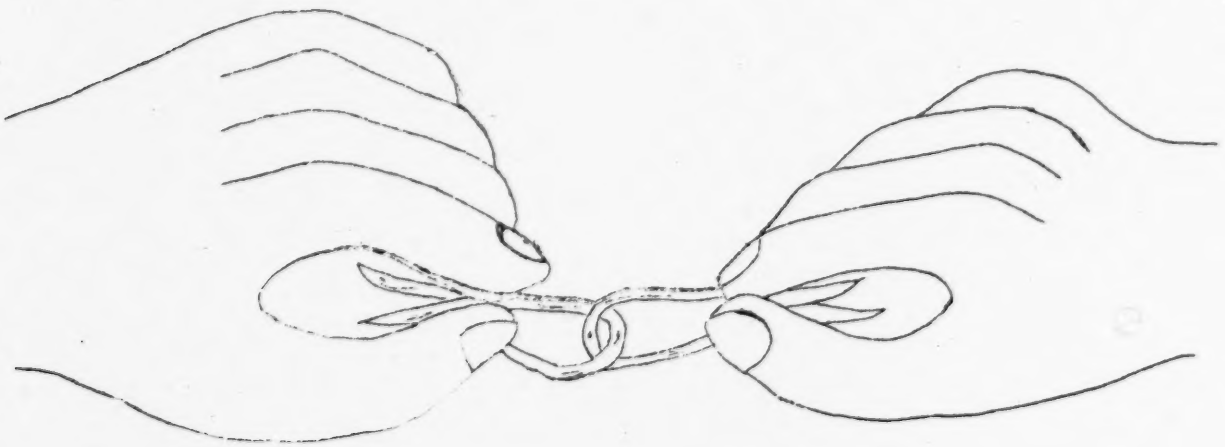
Equipment:

The "snow snake" is carved from a sapling about 6' in length. One end is curved like a sled runner so that when shaved on the underside, it skids along the grass or snow. Each player should make his own "snake" and carve it decoratively just as he would his own "game stick."

Diagram of Equipment:

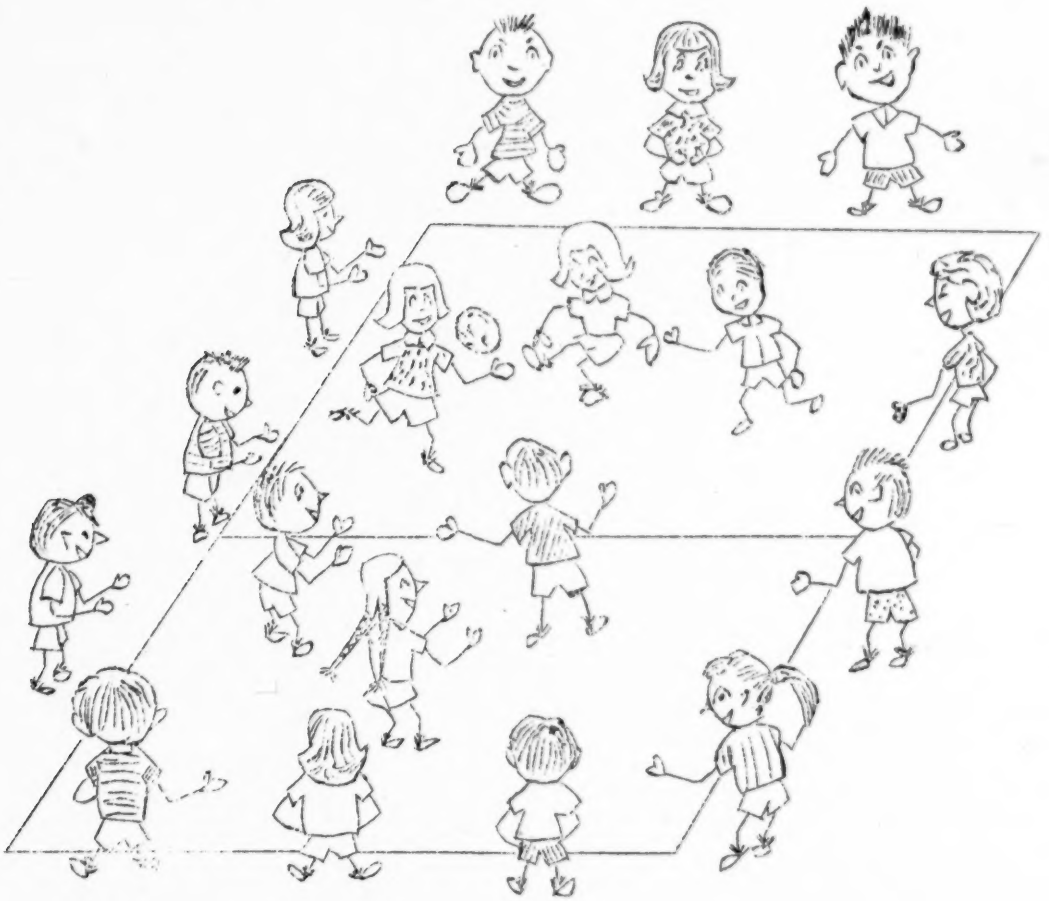
GRASS BLADE TUG OF WAR -- two players

Each player chooses a blade of grass or other slender leaf or reed. The two blades are interlocked as shown in the diagram. The object of the game is to pull apart and break the opposing player's blade of grass or reed. A variety of plants may be used and note is taken of tensile strength of each. When a player is able to defeat all challengers, he has found a "champion" blade.



SQUAW SOCCER -- Group Participation

This game is played by as many people as wish to participate. There are two sides of three opposing each other. The rest of the group acts as the side-lines and end lines, one half of which shall play on either side. The object of the game is for the team to kick a ball (any kind of ball -- an old stuffed piece of canvas will do) through their goal which is the opposing half of the side lines and end lines. The side lines and end lines also oppose and attempt to pass the ball into the center to their own team. A score is made when the ball penetrates the side or end lines. Spectators (squaws, those marking boundary) can kick, throw, or bat ball; players (three on a side) in center can only kick it.



RATTLER -- Group Participation

This game is played similarly to dodge ball. The group forms a large circle. Inside the circle are three campers. The front camper is the head of the rattler and the two others form the tail. The second camper has his hands on the hips of the first and the third has his hands on the hips of the second. A soft ball of old rags or straw stuffed into a sock or any such ball made from native materials is used. The object is to hit the rattler -- he must be hit on the tail (third camper) before the "Rattler" is eliminated. When he is hit, three others take their places inside the circle.

LOG TOSS -- Group Participation (Original game by L. B. Sharp)

The log toss game was originated as a method of moving firewood logs from where they were cut to the small camp sites. It developed into a game of

skill in which each player attempts to make a direct hit upon the log of the leading player. Player number one starts by tossing his log with an under-hand motion. He attempts to toss his log in a place which will make it difficult for the opposing players to hit his log. The other players follow in turn and try to hit player number one's log. Three points are scored each time a player makes a direct hit. (The tossed log must hit player number one's log before hitting the ground to gain the three points.) One point is scored when a player's log slides into or glances off player number one's log. When all of the players have had a chance to toss, player number two tosses his log out and the game continues in a similar manner. A player wins the game when he accumulates a designated number of points. (The size of the log is about 14" long and 4-5" in diameter. Log size may vary depending upon the size and strength of the player.)

CROW -- Two or more players

Crow is an American Indian game upon which our modern-day badminton or volleyball might have been based. The game involves hitting the "crow" over a "net" made from grape vine or similar material constructed from indigenous materials. The "net" should be about 20' long and tufts of grass or reeds should be tied at intervals to improve visibility. The "crow" is hit over the net with the open hand or

with a specially constructed paddle or racket. Rules may vary concerning boundary lines and points scored, as well as what constitutes a winning game.

Equipment:

The "crow" is made from scrap canvas or leather stitched around a small bundle of grass. Particular care must be taken in stuffing so as not to make the "crow" too heavy. Three wing feathers (all of the same length -- 6-12") are attached to the "crow" in order to stabilize its flight. The feathers are fastened, flat side out, so that they flare out at a slight angle. Feathers from crows, hawks, and other larger birds can often be found in the woods, but chicken feathers may be substituted.

LUMMI STICKS .

Verse No. 1
a. Hit ends of sticks on floor
b. Hit sticks together
c. Pass right sticks
d. Hit ends on floor
e. Hit sticks together
f. Pass left stick
Repeat

Verse No. 2
a. Hit ends of sticks on floor
b. Hit sticks together
c. Pass right stick
d. Pass left stick
Repeat

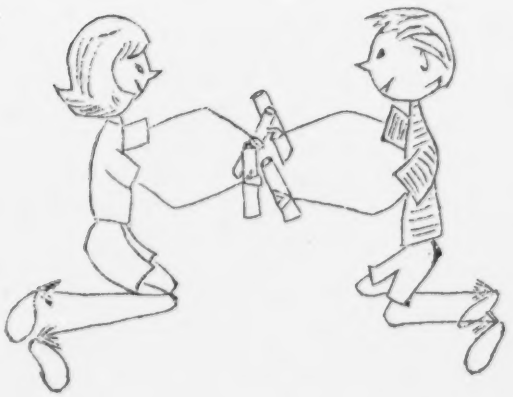
Verse No. 3
a. Hit ends of sticks on floor
b. Flip sticks in front of you
c. Continue as in Verse 2
Repeat

Verse No. 4
a. Hit ends of sticks on floor at sides
b. Flip sticks at sides
c. Hit ends of sticks on floor in front of you
d. Flip sticks in front of you
e. Continue as in Verse 2
Repeat

Verse No. 5
Pass both sticks at the same time, first to the right and then to the left throughout the song.

Verse No. 6
a. Cross hands, hit sticks on floor
b. Hit sticks on opposite side
c. Hit together in air
d. Flip in air
e. Hit on floor, click together
f. Pass right stick
g. Hit on floor, click together
h. Pass left stick
i. Hit on floor, raise hands above head

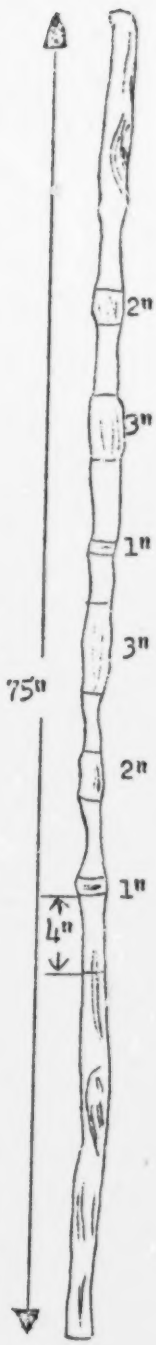
Verse No. 7
a. Hit on floor
b. Hit together
c. Pass right and left alternating to end of song.



SPEARS

They should be made from straight branches or shoots about 4 to 6 feet long (or according to size of camper). Young saplings may be used if taken from a thick growth. The spear should be fairly well-balanced and the head should be a little heavier than the tail end. Sometimes by leaving a leaf or two attached to the tail end, the spear sails better. Many games may be played with spears -- throwing for accuracy, throwing for distance, throwing through a rolling hoop, or playing like horseshoes.

POSSUM-UP-A-TREE -- 2 Players (Original game by L.B. Sharp)




Equipment:

The "possum tree" is cut from a sapling about 7' in length and 1-2" in diameter. Carve the "possum tree" so that the bark is stripped from areas about 4-5" wide or about the width of the hand (see diagram).

Description of Game:

Two players stand face-to-face holding the "possum tree" between them with both hands. One player starts by shifting one of his hands to another carved hand space. The next player follows quickly by moving one of his hands to a vacant hand space. Repeat this procedure in turn and slowly at first until the tempo has increased considerably. As the hands are shifted more rapidly, it will become increasingly difficult to place the hand in a carved space without toughing the bark or the opposing player's hand. A point is awarded to the opposing player each time a person either touches the bark or places his hand over the top of the other's. Also, one loses a point if he grasps the same place from which he removed his hand. The object of the game is to trick the other person into grasping at the wrong place. At total of ten points determines the winner.

BUCKING BRONCO

Swinging horse suspended by four ropes.

The object of the game is to spear a suspended ring with a lance while swinging back and forth. Or as a variation, toss a spear at a target on the ground while swinging.

NUT-IN-A-CUP -- Individual

This game is a variation of the game "toss and catch." A small nut, about the size of an acorn, is attached by a lenght of leather thong or twine made from basswood fibers or similar material. A cup is whittled from a block of wood or fashioned from a chestnut, gourd, or other native receptacle. If natural clay is available, the cup may be formed by baking it in the fire or camp-made kiln. A wooden handle is attached to complete the nut-in-a-cup game as shown in the diagram. The object of this game of skill is to toss the nut up and catch it in the cup.

ESKIMO YO-YO -- Individual

A whittled block of wood or piece of bone with a hole drilled through the center serves as the pivoting point around which two weights (branch cross-sections or bones) revolve on leather thongs. The two weights are each attached to two different lengths of leather thong as shown in Fig. A. The object of this game of skill is to spin the two weights in opposite directions at the same time. To put the weights in motion hold the pivot block in one hand and one weight in the other hand. With a slow up and down motion of the pivot block, spin the free weight in a circle. As the weight swings in a circle, place the other weight in motion in the opposite direction.

Another method for putting the weights in motion is to place the weights and block on the ground with one weight stretched to the right and one to the left. Grasp the pivot block and lift it rather swiftly and start and up and down motion. If done just right, the two weights will move in opposite directions.

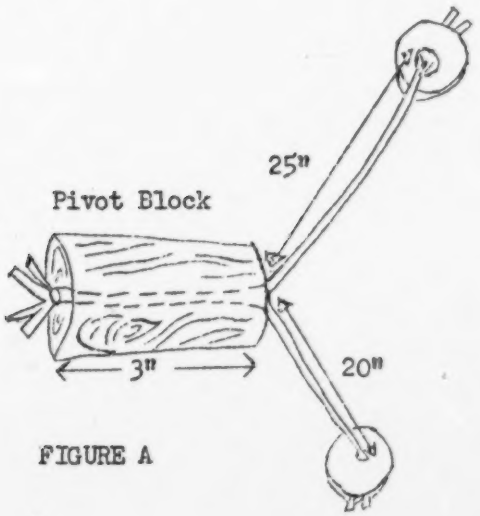



FIGURE A

FIGURE B

TURN-A-TWIG -- Individual (Adapted from "Twirl-a-Kane" made for Post Cereals by Creative Laboratories, Elmhurst, Illinois)

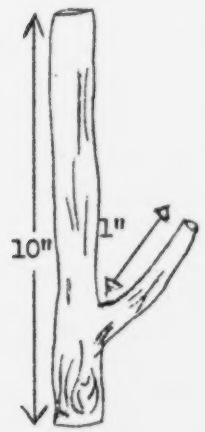



FIGURE A

Equipment:

Twig from a small branch shrub. Cut a branch about ½" in diameter as shown in the diagram (Fig. A). Whittle the branch until it resembles the one in Fig. B. Sand down the rough edges especially on the inside of the curve of the twig.

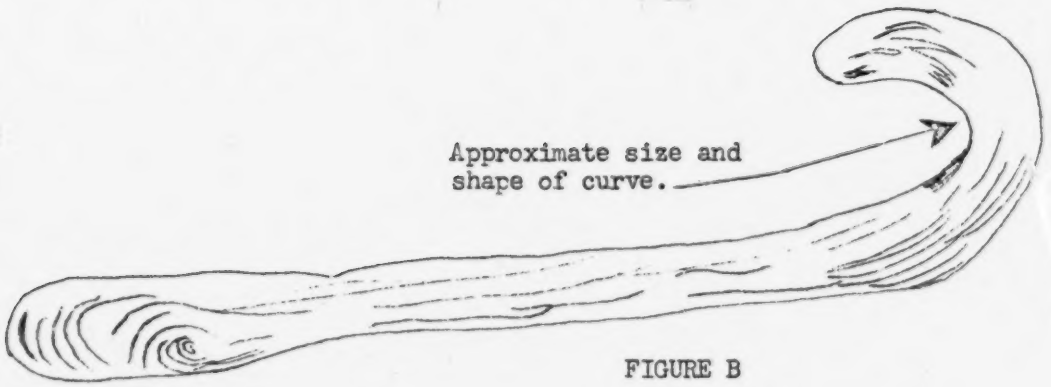
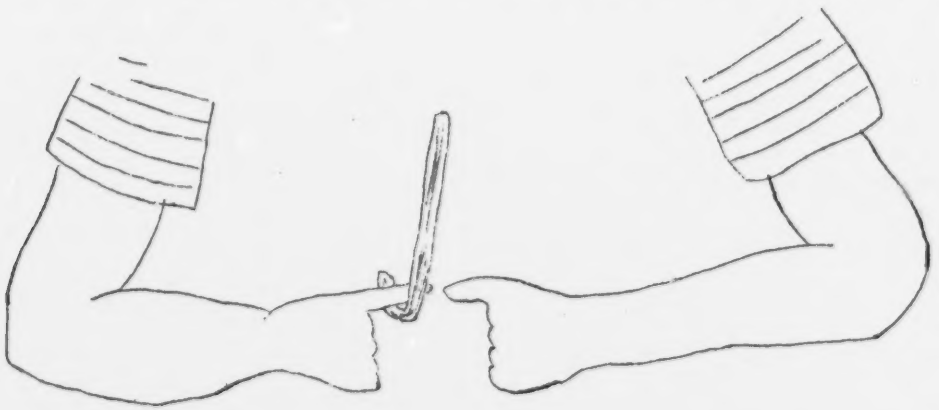



FIGURE B

Description of Game:

You are now ready to test your skill and coordination with a variety of tricks which you can devise. For a "starter" try exchanging the twirling twig from one pointer finger to the other while it is still spinning. The number of new tricks you can discover is only limited by your inventiveness and creativity.



INDIAN PUZZLE -- Individual

Equipment:

Use a piece of wood approximately 4" X 12", carved out of a soft wood such as pine or tulip poplar. Drill three holes about 4" apart (see diagram). The center hole should be of a slightly larger diameter than those on either side. A leather thong approximately 40-45" in length is needed. Obtain two circular bones sawed (cro section) from the leg bone of a cow or other large animal. Fasten the thong and

bones to the board as shown in Fig. A. The object of the INDIAN PUZZLE is to get the two bones together on the same loop without untying the thong. (If one bone is large enough to fit through the center of the other, the object of the puzzle could easily be to reverse the positions of the bones on the thong loops.)

Try it first. If you cannont figure it out, then follow:

Step #1 Slide one bone into position as shown in Fig. B.

Step #2 Pull the thongs toward you through the center hole until the center loop has pulled through the two loops as pictured in Fig. C.

Step #3 Slide the bone from one side of the loops to the other as in Fig. C.

Step #4 Reverse the process of pulling the loops through the center hole (see step #2) so that the thong again looks like Fig. B.

Step #5 Slide the bone as shown in Fig. D. to complete the puzzle.

Step #6 Reverse the entire process to get the bone back to its original position.

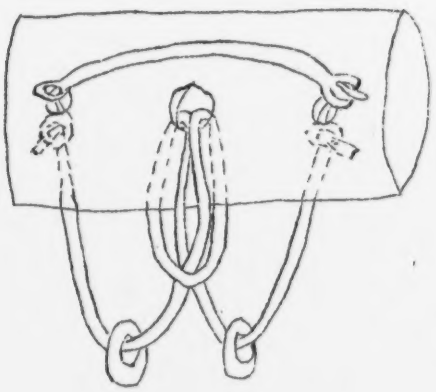


FIGURE A

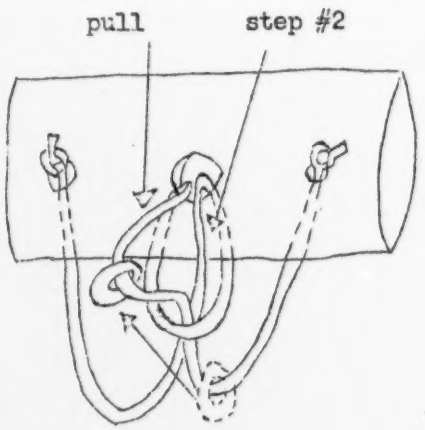



FIGURE B

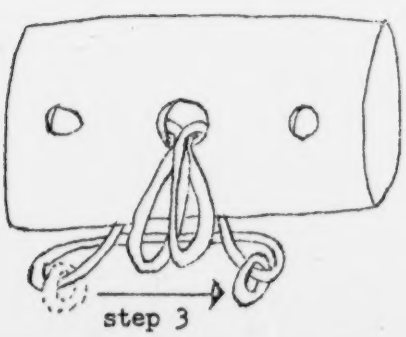



FIGURE C

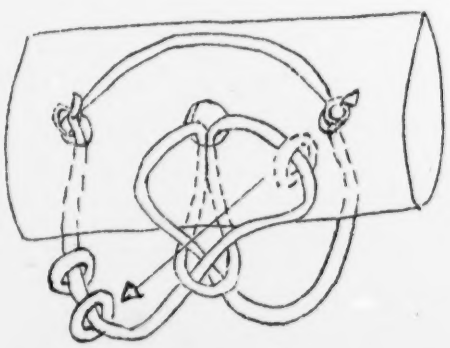


FIGURE D

ACTIVE GAMES INVOLVING GROUPS

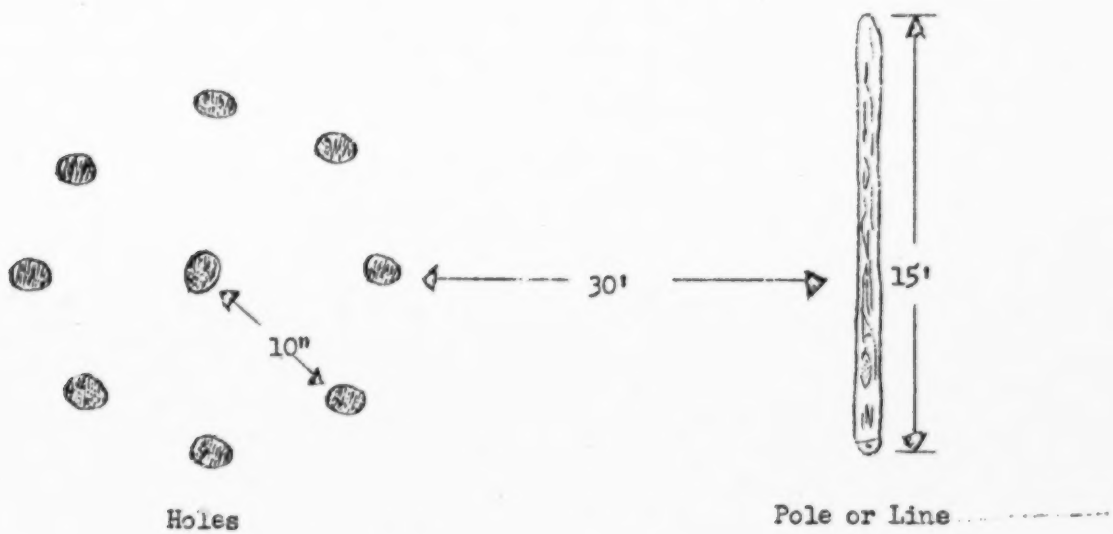
I. STICK IN THE HOLE

Number of Players: 7 to 12

Size of Area: A circle 20 to 25 feet in diameter and surrounded by 30 feet of open area.

Equipment needed: One small tin can, as many sticks as there are participants.

Diagram of the Playing Area:




Description of the Playing Area:

Holes: The holes are 4" or 5" deep, 5" in diameter, and about 10" from the center hole.

Line: The line, or stick, is 30' to one side of the circle and about 15' long.

Description of the Sticks:

The sticks are 3' long and 1½" to 2" in diameter and trimmed as smooth as a broom handle.

Description of the Game

Every participant starts by holding one end of his stick in a hole. All holes are filled. There is one more player than holes. He is "IT" and starts the game by attempting to hit the can through the circle and into the center hole. The game becomes very fast when the other players try to prevent this by wacking the can out of the circle without losing their hole to "IT" or to any other player. All players keep changing from hole to hole. The one player left over is "IT" and continues to play with the can immediately and wherever it happens to be. Thus "ITS" are constantly changing. When a player does manage to get the can in the center hole, everyone drops their stick and runs to the line and back to a stick which he places in a hole. "IT" is the player left without a hole and he starts the game again from outside of the circle.

Scoring -- Low Score Wins

Every time a player is "IT" he receives one point (except the first "IT"). If he succeeds in getting the can into the center hole, he may deduct 2 points from his score. If he has no score, he may deduct 2 points any time he acquires them. Actually, "Stick in the Hole" becomes so exciting, the score is unimportant.

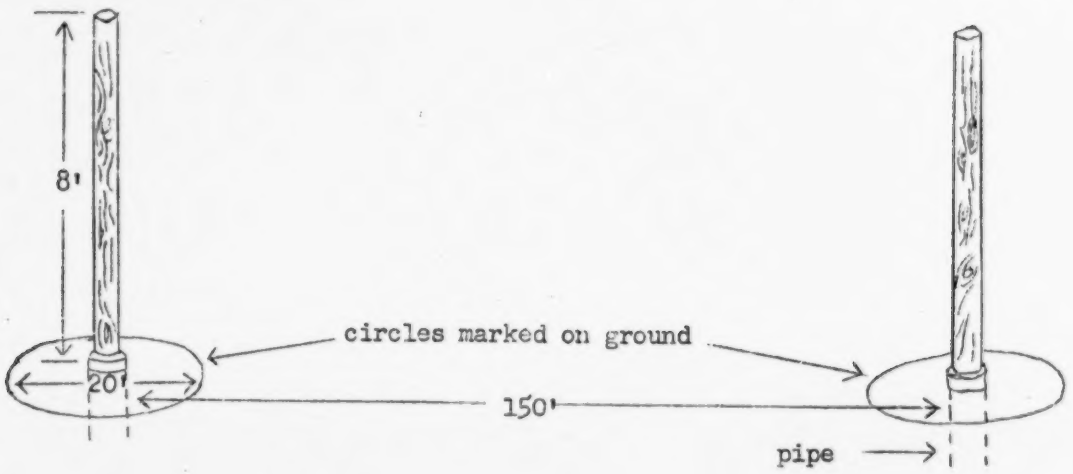
NOTE: It is wise to make a rule that no stick is ever raised above the waist. Also, it is wise to have an extra tin can on hand, as a good game is very hard on one.

II. HOOP-A-LA (Team Game) Originated at National Camp by Bob Christi

| | |
|---|---|
| No. of Players | 6-10 per team |
| Size of Area | 130' X 70' |
| Materials Needed | One hoop, two poles, and twine or vines |

HOOP-A-LA

Diagram of the Playing Area




Description of the Playing Area

Two pipes are set into the ground 150' apart. The pipes are long and wide enough to each hold an eight foot pole upright. There are no boundary lines other than a circle 20' in diameter at the base of each pole. Twine, rope, or vines can be use for this circle.

Description of the Hoop

The hoop can be made of any natural materials such as grape vine, hickory, basswood bark or pounded strips from the sassafras. It should be round, durable, no less than 14" in diameter and heavy enough to be easily directed when thrown. We have found hoops made by circling three or four young pliable hickory branches, interlacing the ends, wrapping the whole with basswood strips and tying here and there with hand twisted basswood string very satisfactory.

Description of the Game

The game is started with both teams lined up facing each other and parallel to

their respective poles. At a given signal, one representative from each team runs to the center of the field where the hoop is lying and attempts to gain possession. At the same signal, all other players may run any place on the field that they consider an advantageous position. The object of the game is to pass the hoop from teammate to teammate until someone throws a Hoop-A-La over the opposing team's pole.

Rules

**Only one step is permitted when in possession of the hoop.

**A ringer must be thrown from outside the circle at the base of the pole.

**No one may touch the hoop if it is in someone's possession.

Scoring

One point is awarded for each successful Hoop-A-La.

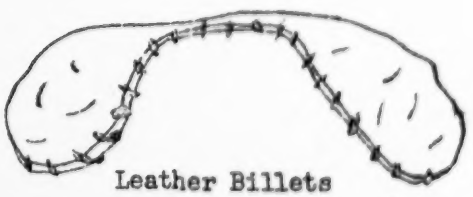
After every point, the pole is lifted out of the pipe to regain the hoop and the game is restarted by one member of the non-scoring team getting a free toss to a teammate from any spot inside the circle around the base of the pole just scored upon.

## III. BILLETS

| | |
|---|---|
| No. of Players | 4 to 8 |
| Playing Area | Any open area |
| Equipment | Two thonged billets and as many catching and throwing sticks as there are players. |

Diagram of Equipment

Thonged Billets



Leather Billets

Catching Stick

Description of Equipment

Two billets 7" long and as smooth and thick as a broom handle are fastened together with a stout leather thong. There should be 12" between the sticks.

The catching and throwing sticks are a little thinner than a broom handle and 2½ feet long.

Description of the Game

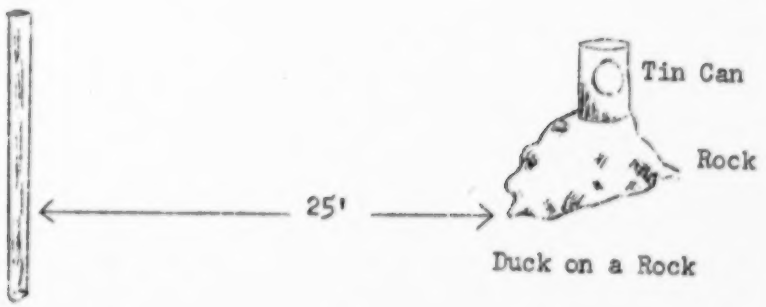
Billets is a game of keep away. There are the same number of people on each team and the billets are caught on the stick and thrown from the stick to a teammate. Any toss may be intercepted and any grounded billets may be picked up on anyone's stick. Once possession is gained, the billets may not be hit from anyone's stick.

This is a good fast game with a great deal of running. A lot of practice is needed before catching and throwing is done easily and accurately.

IV. DUCK ON A ROCK

| | |
|---|---|
| No. of Players | 6 to 12 |
| Size of Area | Any open area about 45' X 55' |
| Equipment | One large rock with at least one flat surface, a tin can (small) called the duck, as many roundish stones the size of a softball as there are players. One starting line. |

Diagram of Playing Area




Duck on a Rock

Description of the Game

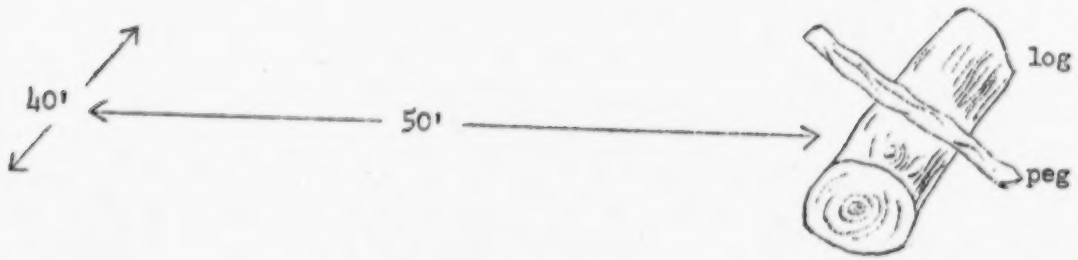
"IT" stands anyplace he wants to between the line and the duck. Every other player starts behind the line and in turn gets one underhand toss with his rock in an effort to knock the duck off the large rock. If the player misses, he stands by his rock until someone knocks the duck off the rock. Then everyone picks up his rock and tries to get back over the line before being tagged by "IT." The one tagged becomes "IT" and the tagger takes his place behind the line. Play starts again by the one whose turn it was when the duck was knocked off the rock.

The game can be speeded up by permitting anyone in the field to leave his rock, knock the duck off by hand, return to pick up his rock, and go back to the starting line. If he or anyone else in the field is tagged before getting over the line, they are "IT."

V. PEGGY

| | |
|---|---|
| No. of Players | 3 to 7 |
| Size of Area | Open area 50 X 40 feet |
| Equipment Needed | One log about 6" in diameter and 2½' long.<br>One peg 1" in diameter and 16" long.<br>One stick 2" in diameter and 2½' long (hitting stick). |

Diagram of Playing Area




Description of Game

The first player hits the peg at point A with the hitting stick. This sends the peg in the air from where it is immediately knocked out on the playing field wit

the hitting stick.

Scoring

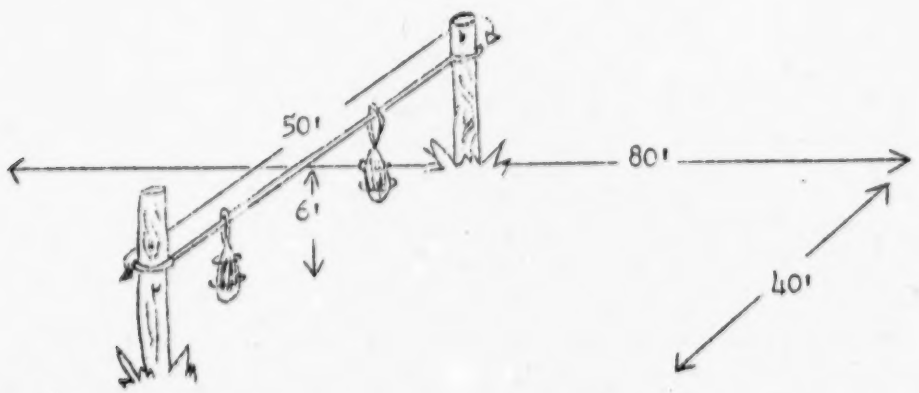
The hitter stands on the field where the peg struck the ground. He calls a figure (3, 4, 7, or an number) to the next player. Every player who wishes to, in turn, attempts to reach the stick in the number of steps given. If a player succeeds his score would be the number called. The hitter receives a cumulative score. That is, the number he called for everyone who tries and fails to reach him. If no one tries, he receives as his score, the number he called.

When everyone has had a chance to go or pass, the second player starts PEGGY all over again.

VI. WIGUB

| | |
|---|---|
| No. of Players | 4 to 8 |
| Size of Area | 40 X 80 feet |
| Equipment Needed | 50 foot rope, one hoop, as many catching and throwing sticks as there are participants. |

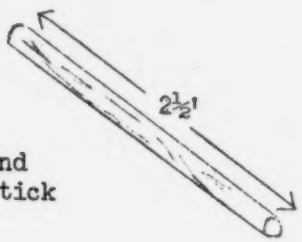
Diagram of the Playing Area



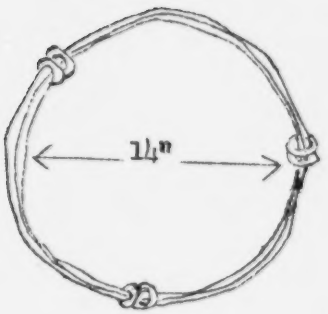

Description of the Playing Area

A rope net is tied taut, 6 feet high and over the middle of the playing area. Small grass bundles can be tied on the rope as visual aids.

Diagram of Equipment




Catching and Throwing Stick




Hoop

Description of Equipment

The sticks are 2½' long and 1" in diameter. They should be trimmed and pealed perfectly smooth so the hoop will slide off easily. The hoop can be made as described on page 19 under Hoop-A-La. It is 14" in diameter. (The name of the game "Wigub" comes from the Indian name for the basswood rope which secured the original hoop.)

Description of the Game

Players are divided equally on each side of the net and the hoop is thrown and caught back and forth over the net by the use of the sticks.

Scoring

Every time the hoop touches the ground, a point is awarded the opposite team. Wigub can be made into a highly organized game by stressing boundary lines and volley ball type rules, or it can be played counting anything which passes over the net as "good" and emphasizing the enjoyment of the catching and throwing sticks.

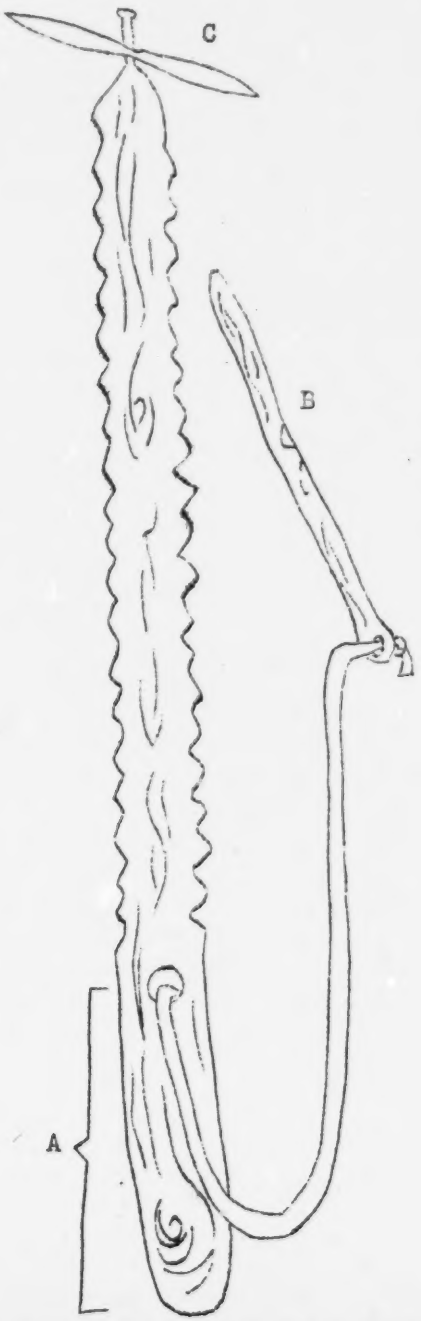
## INDIVIDUAL AND DUAL GAMES

I. MOCASSINS -- 2 players

This game requires no equipment other than the contestants' agility. Two players face each other and try to step on each others' mocassin. This game sounds too simple to be interesting -- but try it. It is fast and fun. Participants should be warned

against any contact with their opponent other than the ball of the foot and toe, and this lightly. A point can be given for every successful mocassin, the winner being the first player with three points.

II. OUIJI STICK -- Individual

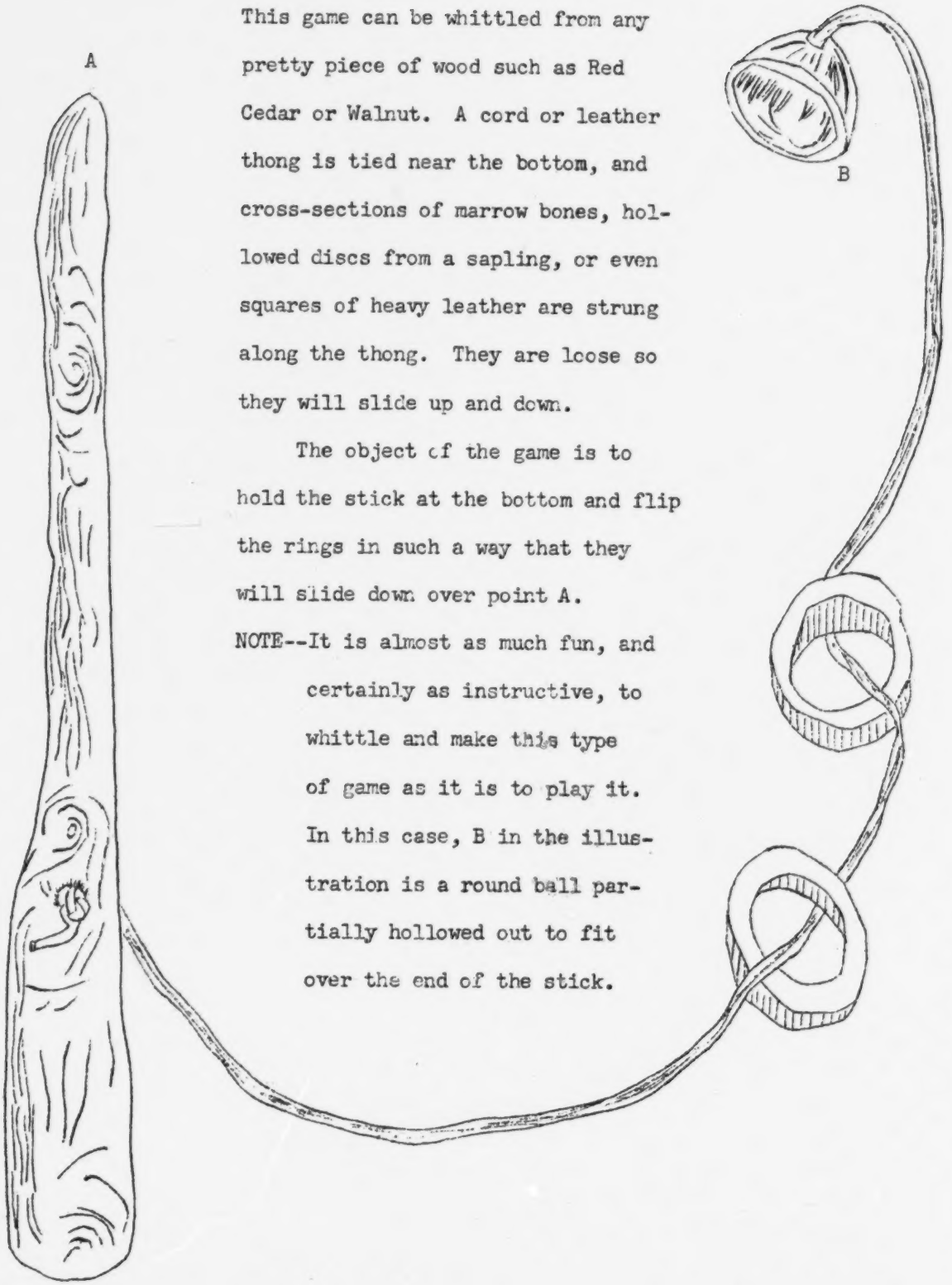



The Ouiji Stick should be carved from hard wood such as birch, maple, or osage if you are energetic.

By holding the stick at A and rubbing B up and down the notched area, it is possible to make the small pinwheel, point C, go around. By changing the pressure, the pinwheel will reverse. It is interesting to ask the stick questions such as, "Is John an honest man?" If he is, the wheel will reverse.

Note: In constructing a Ouiji Stick, be sure that the pinwheel is balanced and that it can turn freely. Also, the rubbing stick B should not be of harder wood than the stick itself or it will wear away too quickly.

III. TOSS AND CATCH -- Individual




This game can be whittled from any pretty piece of wood such as Red Cedar or Walnut. A cord or leather thong is tied near the bottom, and cross-sections of marrow bones, hollowed discs from a sapling, or even squares of heavy leather are strung along the thong. They are loose so they will slide up and down.

The object of the game is to hold the stick at the bottom and flip the rings in such a way that they will slide down over point A.

NOTE--It is almost as much fun, and certainly as instructive, to whittle and make this type of game as it is to play it. In this case, B in the illustration is a round ball partially hollowed out to fit over the end of the stick.

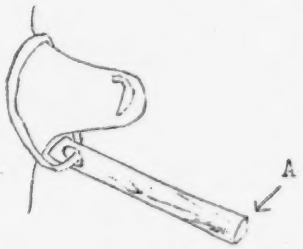
## IV. DINGLE STICKS

These sticks can be made very simply by cutting off a section of twig, no longer than the illustration, peeling it, boring a hole in one end, and attaching a string in a loop which is a little shorter than the twig.

The object of the game is to put the Dingle Stick in someone's button hole and see if they, without untying any knots, bending the twig, or cutting anything, can get the stick, intact, out of the button hole.

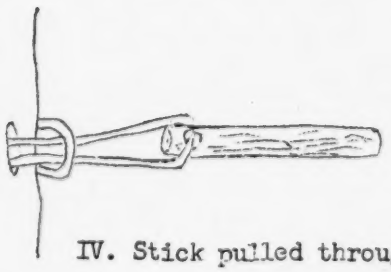
Method of Getting Dingle Stick in Button Hole

I. Put loop around button hole.




II. Pull the button hole through the loop of string.

III. Put A end of stick through the button hole and pull it straight.



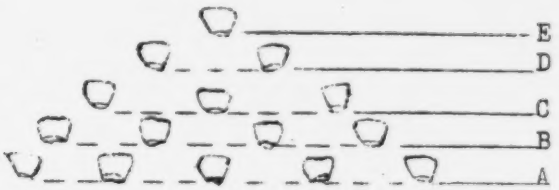
IV. Stick pulled through

V. Just let stick dangle.

The stick is removed the same way it is attached, only in reverse. Some people launder their shirts with dingle sticks attached.

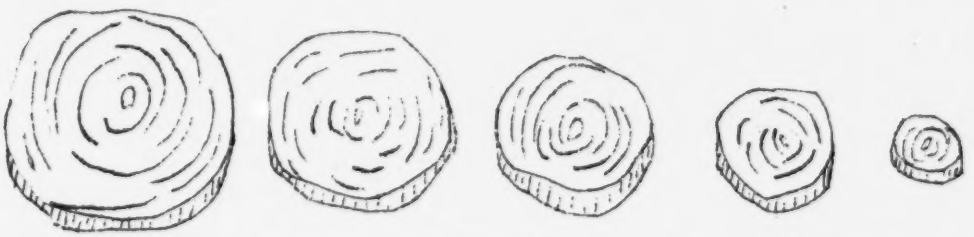
V. INDIAN CORN -- 2 players

Fifteen corn kernels, acorns, pebbles, or any other small objects of comparable size are arranged as illustrated.

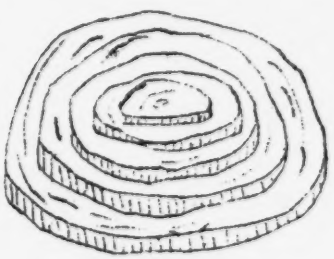



The two players alternate turns in picking up kernels. Any number of kernels may be picked up from any line on any one play. For example, if line A is chosen, the player may pick up 1, 2, 3, 4, or 5 kernels in one turn. If he chooses line D he may pick up 1 or 2 kernels. The object of the game is to make your opponent pick up the last kernel on the board.

VI. PYRAMID PUZZLE -- 1 player

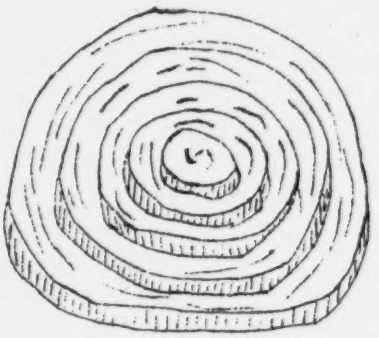


Five flat pieces of wood are cut in graduated sizes. The five pieces are placed on top of each other pyramid style.



Spot A Spot B Spot C

The object of the game is get the five pieces of wood from spot A to spot C by moving one piece at a time and only placing a smaller piece on a larger piece. The three spots are used for moving, but at the end of the game the wood should be a illustrate



Spot A Spot B Spot C

This game can be made a little more complicated by using seven pieces instead of five and a little more complicated construction-wise by building a board with three pegs indicating the three spots. Then the five (or seven) pieces of wood must have a hole drilled through the middle of them so they will fit over the pegs.